

MARVEL  
COMICS

7  
NOV

APPROVED  
BY THE  
COMICS  
CODE  
AUTHORITY

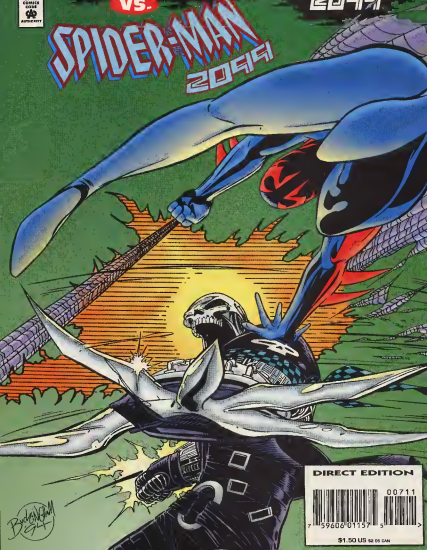
# GHOST RIDER

VS.

2099

# SPIDER-MAN

2099



DIRECT EDITION



00711

7 59608 01157 5

\$1.50 US \$2.05 CAN

# BEING CAUGHT STEALING

HALT!

NEW YORK  
REALLY  
SUCKS.

LEN KAMINSKI  
words

KYLE HOTZ pictures

STARKINGS/COMICRAFT  
lettering

HEROIC AGE/colors

EVAN SKOLNICK editor

BOBBIE CHASE group editor

TOM DeFALCO walked  
right through the door

NOV. 1999 \$5.99 Vol. 1, No. 7, November, 1999. Published by MARVEL COMICS, Barry Semon, President, Stan Lee, Publisher, Michael Fuchs, Group Vice President, Publishing. OFFICE OF PUBLICATION: 217 PULSE AVENUE SOUTH, NEW YORK, N.Y. 10016. Application to mail at second class postage is pending at New York, N.Y., and at additional mailing offices. Published monthly. Copyright © 1999 Marvel Entertainment Group, Inc. All rights reserved. Price \$7.99 per copy in the U.S. and \$8.99 in Canada. Subscribers: New rates for 12 issues: \$19.99 U.S., \$30.00 foreign, incl. Canadian postage. New rates incl. \$10.00 for postage and GST. GST #R12302152. No liability between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead persons or institutions is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, and in a mutilated condition. GHOST PLEAS 2000 including all present and characters featured in this issue and the distinctive likenesses thereof is a trademark of MARVEL ENTERTAINMENT GROUP, INC. INFORMATION: 2000 ADDRESS CHANGES TO GHOST PLEAS 2000, c/o MARVEL DIRECT MARKETING CORP., SUBSCRIPTION DEPT., P.O. BOX 1979 HANQUET, CT. 06615-1979. TELEPHONE # (203) 676-6016. Printed in the U.S.A.



WHAT,  
HANT?

OPERATING  
A WHEELED  
VEHICLE IS  
AGAINST THE  
LAW HERE,  
SIR.

LICENCE  
AND I.D.  
CODE,  
PLEASE.

I'M IN TOWN  
MAYBE TWENTY  
MINUTES, AND  
THE NATIVES'RE  
ALREADY  
HAGGLIN' ME.

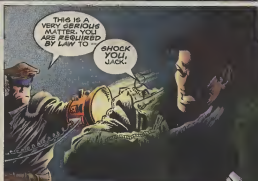
OFFICERS CREEP.  
"PLEASE" THIS  
AND "SIR" THAT,  
AS IF HE'S SOME  
KINDA PUBLIC  
SERVANT, 'STEAD  
OF AN APE WITH A  
PLASTIC BADGE.



LEAST BACK  
IN TRANSVERSE  
CITY, THE  
GECRUCOPS ARE  
UP FRONT  
ABOUT BEING  
FASCIST  
PUSSYBAGS.

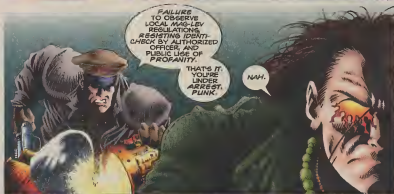
Huh.

LEFT  
'EM IN MY  
OTHER  
SUIT.



THIS IS A  
VERY SERIOUS  
MATTER. YOU  
ARE REQUIRED  
BY LAW TO --

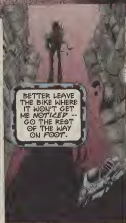
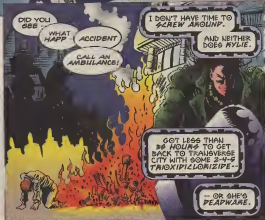
SHOCK  
YOU,  
JACK.

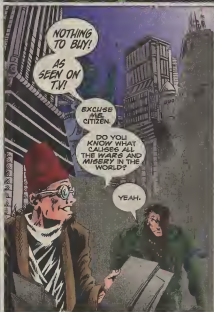


FAILURE  
TO OBSERVE  
LOCAL M-40-LEV  
REGULATIONS,  
RESISTING IDENTI-  
CHECK BY AUTHORIZED  
OFFICER, AND  
PUBLIC USE OF  
PROFANITY.

THAT'S IT.  
YOU'RE  
UNDER  
ARREST,  
PUNK.

NAH.

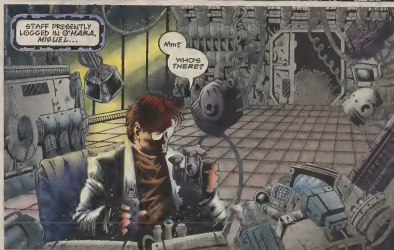
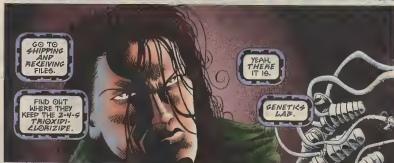






-- THEY MAKE  
THEMSELVES  
EASY TO FIND.





WHOK

I'D ALMOST  
FEEL BAP  
CLOCKIN' HIM  
LIKE THAT --

NNGHK

-- IF HE  
WASN'T JUST  
ANOTHER  
BLOODSUCKING  
PIZ SUIT.  
HELPING A-MAX  
COOK UP A NEW  
AND IMPROVED  
CANCER FLU  
OR SOMETHING.

RESTRICTED  
ACCESS  
STORAGE

ENTER  
SECURICODE

Ahh,  
BYTE  
ME.

CHAWA!

UUUUHH

WHAT  
TH--?

Oh,  
GREAT.  
JUST WHAT  
I NEED.

THINK  
I'LL LET  
SECURITY  
HANDLE  
THIS...

BIP





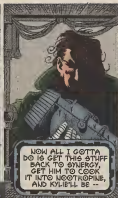
ALCHEMAX  
SECURITY  
CONTROL...

INTRUDER  
ALERT --  
GENETICS  
LAB!

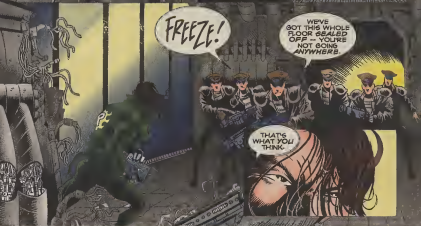


FREEZE

ACES.



NOW ALL I GOTTA  
DO IS GET THIS STUFF  
BACK TO SYNERGY,  
GET HIM TO COOK  
IT INTO NOOTROPINE,  
AND KYIELL BE --



FREEZE!

WE'VE  
GOT THIS WHOLE  
FLOOR SEALED  
OFF -- YOU'RE  
NOT GOING  
ANYWHERE.

THAT'S  
WHAT YOU  
THINK.



I GOT  
WHAT I  
CAME  
FOR --



CHNN  
CHNN  
CHNN  
CHNN

LOOK  
OUT,  
HE'S --

MOVE  
OVER.

NNUG

AAGHK

HHNG

UNIT 12  
IN PURSUIT  
OF PERPETRATOR  
ON STOLEN P.E.  
VEHICLE, MOVING  
TO ENGAGE.

PERPETRATOR  
HEADING  
DOWNTOWN.

SON  
OF A  
SLITCH...

DOWNTOWN'S GONNA HAVE ONE HECK OF A MESS TO CLEAN UP...

ARE YOU ALL RIGHT, MISTER O'HARA?

I'LL LIVE.

THINK I'LL TAKE THE REST OF THE DAY OFF, THOUGH.

THAT'S NOT OUR PROBLEM. HOW HE GOT IN HERE IS.

I WANT A FULL SWEEP OF THE BUILDING, AND A LEVEL ONE DIAGNOSTIC OF SECURITY SYSTEMS.

AND ONE STARTLING CHANGE OF CLOTHES LATER...

FAT LOT OF HELP THE PUBLIC EYE'S GONNA BE IF THAT CANISTER BROKE OPEN DOWNTOWN.

THEY CAN'T BE BOTHERED TO PROTECT PEOPLE WITHOUT FAT CREDIT ACCOUNTS.

DOESN'T CHANGE THE FACT THAT TRICHLORIDE IS TOXIC EVEN IN SMALL QUANTITIES.

OKAY.

PARTICULATE MATTER DETECTOR'LL BE ABLE TO SNIFF OUT TRICHLORIDE MOLECULES DOWN TO THREE PARTS PER MILLION.

THERE'S ENOUGH IN THAT CAN TO TRIPLE DOWNTOWN'S CARCINOMA RATES.

MAN, I'D LIKE TO GET MY CLAWS ON THE MORON WHO MADE THIS MESS.

TOO BAD HE'S BUSY WITH HIS NEW CAREER AS A GREASE SPOT ON THE PAVEMENT BY NOW.

IF THAT CANISTER'S RUPTURED, I'LL HAVE NO TROUBLE FINDING IT.



HEY,  
LOOKIT  
WHAT I  
FOUND...

8.25%AB.X

SYSTEM  
INTERRUPT...

LOADING  
BIOS ARM...



WOO!  
WHAT IS  
IT?

RUNNING  
DIAGNOSTIC...

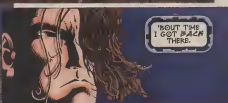
DUNNO.



BUT IT'S  
GOTTA BE  
WORTH  
SOMETHIN'.

IMPACT TRAUMA  
TO ALL SYSTEMS;  
SELF-REPAIR IN  
PROGRESS.

RESUMING  
APPLICATION  
"ZERO  
COCHRANE"...



-- BUT  
I DON'T  
THINK THAT  
BELONGS  
TO YOU.

WHAT THE SHOCK  
IS THAT? SOME  
KINDA A-MAX  
SUPER-NINJA?

MAN, I  
REALLY HATE  
NEW YORK.

## TARGET LOCK



WHOO'S.

WAITAMINUTE!  
THAT'S MY  
MYSTERY  
BURGLAR.

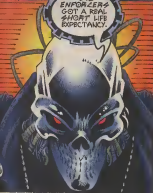
JAMMIT!

WHAT'S  
HE DOING  
BING NOT  
DEAD?

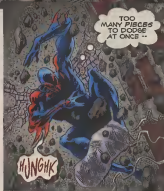
GIVE  
ME  
THAT!











"-- THE BUILDING'S  
COMING DOWN!"

AAHH!

THRU KIMBL

SQUATTERS  
INSIDE...

...NOT  
MUCH OF A  
CHOICE...

CMON!

SHRAGA  
THOOM

MOVE!

WHERE'S --

# BULLEPEN BULLETINS

## ProFile: LARRY MAHLSTEDT

A 14-year comics veteran, Larry Mahlstedt has landed the plum assignment of inking THE AMAZING SPIDER-MAN beginning this month. Larry started out at DC in 1980, winning acclaim for his work on Legion of Super-Heroes. He made the jump to Marvel a few years ago, inking NEW WARRIORS, first over Mark Bagley, then over Danick Robertson. Now Larry has taken on the new power and responsibility, as he follows Mark Bagley into Spidey's web!

**Where and when were you born?**  
In Babylon, Long Island, in 1956.

**How did you learn how to draw?**

I was totally self-taught, but one year out of high school, in 1974, I attended the John Buscema comic book workshop in New York. I was one of the thirty students in his first class. He didn't show me how to ink, but he taught me the tools and the techniques of comics.

**How did you like John as a teacher?**

He's a great guy. He's very easy-going. It was his first attempt at teaching, and he did pretty well. He showed us how to draw figures, how to lay down muscles, the dynamics of drawing and perspective, the effective use of black, etc.

**Who are some of your artistic influences?**

As far as inking, guys like Klaus Janson, Tony Austin, Joe Rubenstein, Dick Giordano... I look at anybody's stuff and see if there's something in there I can use.

**This must be an exciting time to be working on AMAZING SPIDER-MAN!**

It's going to be awful interesting. There is the potential for a major shake-up. I couldn't have come on the book at a better time, what with the animated series, the big issue #400 coming up, the action figures, the live action movie whenever.

**Do you have a favorite Spider-Man villain?**

I always thought the Shocker was kind of cool — there's something about the padded insulation in his costume. Then there's the Scorpion... and, of course, the Hobgoblin!

**What character at Marvel do you want to work on that you haven't?**

I want to do Deathlok in the worst way! I hear Danick Robertson is working on a Spider-Man/Deathlok Limited Series — hopefully I'll get to work on that.

**Who was your favorite Beetle or Monkie?**

My favorite Monkie was Mike Neerth. He was cool — he had a wry sense of humor. And, of course, the wool hat!

**Did you ever wish you had a clone, like Spidey does?**

Yeah — many times! I'd put him to work inking.

**Do you have any hobbies?**

I like to read — I'm big on mystery and horror. I like Robert Parker's Spenser stuff. For horror, I like Robert McCammon. Also, I collect superhero action figures. I have over 100. I'm really looking forward to the new line of Spidey figures — they have some characters I was hoping for, like the Vulture and a new Doc Ock, since the old Doc Ock looked like a wimp!



## HYDE BOX

This

month, the

Fantastic

Four

premiere

(along

with Iron

Man) in an

all-new

animated

series called

the Marvel

Action

Hour. To

commemorate

the event, we're

launching

two all-new

comic books

based on

the TV

series — one

adapting

Fantastic

Four stories

from the new

show, one

adapting Iron

Man stories.

According

to editor Tom

Deeming, MARVEL

ACTION HOUR: THE FANTASTIC FOUR

will take

stories straight

from the TV show, with the

major

difference being "we will make it look as much like

a Marvel Universe comic as possible." Accomplishing

this transition from TV to comics is writer Joey

Cavaleri and artist Quique Alcañiz.

The stories in the new FF TV show will be based

on "all the great old Lee/Kirby stories," Tom said. The

first issue starts off with the team's origin — "but with

a special twist." Among the heroes and villains who'll

be popping up are the Silver Surfer, the Sub-Mariner,

and Galactus.

If you want to learn more about the Iron Man

segment of Marvel Action Hour, as well as his upcoming

toy line, and the "Hands of the Mandrill"

crossover, take a look at IRON MAN AND FORCE

WORKS COLLECTORS' PREVIEW #1, including the

armors even Tony wouldn't build, a chance to win

great prizes, and tips on how to become a hot Marvel

artist. As a bonus, Tom Morgan's specially-commissioned

wraparound cover has hot neon

special effects.



## NOW ON SALE

■ **ALICE COOPER: THE LAST TEMPTATION #2 OF 5:** Don't meet the temptress! By Glenn Zuhl

■ **ALADDIN #2:** An evil anti-ages Aladdin! By Scott Pilgrim/Warner

■ **AVENGERS #300:** It's here it's here today... well Hercules is gone tomorrow! By Hercules/Johnson/Pinner

■ **AVENGERS DOUBLE FEATURE #2:** Same comic as above, plus GIANT NAME

■ **BEAMS & BUTT-HEAD #5:** Get ready for America's Busiest Home Unleash! By Michael Chabon/Parker

■ **CLAN DESTINY #2:** The lonely bird looks but together, stays together! By David Pinner

■ **CONAN THE ADVENTURER #5:** Meet Deppie, the Master of the Dagger! By Thomas/Kayser

■ **DOCTOR WHO CLASSIC COMICS #25:** Garry — no Daleks in this issue!

■ **DOOM #209 #2:** Type Wylie is back! By Moore/Brodewick/Nyberg

■ **EXCALIBUR #3:** Greenwax's goblins around the possessed Nightcrawler! By Ellis/O'Donnell/Carsini

■ **GHOST RIDER #209 #1:** It's Ghost Rider vs. Spider-Man — 2366 story! By Kaminski/Held

■ **GL JOE #54:** Hey! Who let all those Cobra agents on this ship? By Gurnea/Stines/Walace

■ **INCREDIBLE HULK #55:** He hasn't got a snowball's chance against Mole! By David/Frank/Rubinstein

■ **IRON MAN/FORCE WORKS COLLECTORS' PREVIEW:** Armor and bad

■ **JUSTICE: FOUR BALANCE #3 OF 4:** Aspidochelone's super-villain assembly line! By Neischa/Bowling/Turner

■ **MARVEL ACTION HOUR: FANTASTIC FOUR #1:** The TV edge of the FF! By Cavaleri/Morales

■ **MARVEL ACTION HOUR: IRON MAN #1:** The Mandrill is hungry for a Russian suit! By Foley

■ **WILLIAMS/NYBERG**

■ **MARVEL SUPER-HEROES MAGAZINE #2:** All-new cover by Frank Miller

■ **MARVEL TALES #201:** Spidey

mops up the floor with the Absorbing Men! By DeFalco/Francis/Loyd

■ **MORBIUS #21:** Morbius has quit drinking — blood, that is! By Tusker/Gilmore

■ **NOVA #11:** His tentacle fun with Nova, Thing, and Anti-Man vs. Dr. Doom's robot! By McNamara/Siegelbauer

■ **PUNISHER #92:** A down-and-out

singer turns vigilante! It's all with a

bullet! By Pinner/Del Real

■ **ROCKY'S MODERN LIFE #1:** New

newspaper parodies homeroom on

Spidey! By Livensmeyer/Mack/Feld

■ **SABRETOOTH CLASSICS #7:** Sabretooth

wants to massacre some Mordekai! By L. Simonson

■ **SARACEN**

■ **SARAGE SWORD OF CONAN #221:** Conan sits on Kull's throne!

Plus Red Sonja! By Thomas & Buscema

■ **SPIDER-MAN #52:** The Spider-Man

Clave wants vengeance on Venom! By Mackie/Lyle/Henkel

■ **SPIDER-MAN MAGAZINE #5:** Classic

Spidey snaps of the past! By Ken Mendel

■ **WARLOCK & THE INFINITY WATCH #34:** Count Alyssa is down

— but not out! By Arcudi/O'Neill

■ **WHAT IF #57:** Nazis have taken over the world! Captain America to the rescue! By Deino/Carnicio Jr./Diaz

■ **WOLVERINE: EVOLUTION:** Wolverine

receives a cut of temporal! By Nicastro/Tiessard

■ **X-MEN #36:** Gambit and Sabretooth

have a score to settle! By Mark/Robert/Pinner

■ **X-MEN #208 #4:** Lela, the God of

future mischief, reborn! By Moore/Lint

■ **X-MEN #199: THE DARK PHOENIX**

SAGA: It's back from the ashes! By Clementini/Symke/Scott



GONE.  
GREAT.  
JUST  
GREAT.

HE JUST  
BETTER MAKE  
SURE HE NEVER  
SHOWS HIS FACE  
IN THIS TOWN  
AGAIN, OR  
I'LL --

AHH... I'VE  
GOT MY OWN  
PROBLEMS! H

WAS DETAILED  
MONTHLY IN  
SPIDEY 2099'S  
OWN MAG!  
-- EVAN

TOOK MORE'N  
AN HOUR TO  
GET BACK TO  
THE FIRE, AND  
ALMOST THAT  
TO GET OUTTA  
THAT STUKIN'  
CITY.

TIME'S  
RUNNING  
OUT.

IF THAT SPANDEX  
JERKWEED MADE  
ME BLOW SANDOZ'S  
PEAPLINE, I'M  
GONNA COME  
BACK HERE --



-- AND SPLATTER  
HIM ALL OVER MY  
WINDSHIELD.

I  
GOT THAT  
STUFF YOU  
NEEDED

Oh,  
THIS WILL  
DO  
NICELY.

I CAN  
HAVE THE  
NUTROPINE  
PROCESSED  
FOR YOU  
IN TWO  
HOURS.

WHAT'S  
THE  
DAMAGE ON  
THIS GONNA  
BE?

Oh, there'll be  
plenty of 2-4-5  
trioxidigorizide  
left over from  
filling your  
order -- more  
than enough  
to cover my  
expenses.

BEYOND  
THAT,  
ALL I ASK IS  
THAT YOU  
KEEP IN  
MIND --

-- YOU  
OWE ME A  
FAVOR.

DONE.

SHORTLY...

WHAT  
DO YOU  
MEAN  
THERE'S NO  
RESPONSE  
?!

YOU  
SAID  
THAT --

I SAID  
IT MIGHT  
HELP HER. NOT  
THAT I WAS  
SURE.

THIS  
ISN'T LIKE  
SETTING A BOMB.  
YOU KNOW, THERE'RE  
EXTENSIVE  
PSYCHOLOGICAL  
COFACTORS INVOLVED.

YOU MEAN  
LIKE MAYBE SHE  
DOESN'T WANT  
TO WAKE  
UP?

POSSIBLY.  
THERE MAY BE  
SOME DEEP TRAUMA  
SHE'S TRYING TO  
AVOID FACING.

THEN  
SOMEBODY'S  
GOT TO TAP  
IN AND PRAG  
HER OUT.

NOT  
A CHANCE.  
NEURAL  
INTERFACE WITH  
HER COULD END  
UP PRYING THE  
GENDER'S  
WETWARE.

THERE  
ISN'T A  
NEUROTECHNICIAN  
IN TOWN WHO'D  
TOUCH A CASE  
LIKE THIS.

I DON'T  
HAVE  
WETWARE.

SET  
IT UP,  
SANDOZ...

...I'M  
GOIN'  
IN.

NEXT

THE PROLOGUE OF  
MEMORIES



## STRAIGHT FROM EVAN

We're getting plenty of great mail from you cyberfans, and the verdict is in: we've got ourselves a hit! Keep it coming, and let us know what you like about GR2009, what you don't, and what you want to see in the future! And, as I mentioned last issue, those of you who regularly cruise the information highway might want to drop us an electronic line once in a while. Writer Lee Kinszler is available on CompuServe at U.S. #74133,2464, and I'm currently on America Online as EvanGill. You should also check out the AOL comic boards for postings regarding this title. See you in cyberspace, people!

### To GHOST RIDER 2009,

After almost eight years I have returned to collecting comics. In that time, I occupied my desire for action by watching movies about dark heroes and about a bleak future filled with anarchy, oppressive government, and rampant violence: movies like *Reservoir Dogs*, *They Live*, *Demonition 2:00*, *Taxi Driver*, and so on. I read a few comics in that time, such as *Watchmen*, *Iron Man*, *G.I. Barker Street*, and, occasionally, *GHOST RIDER*. When the release of *The Crow* — the movie depicting the dark comic book hero — was announced, I (being not only a *Stranger in the Land* but also a fan of such dark heroes) was excited. I thought the soundtrack before the movie was even released simply for the fact that my favorite band, Nine Inch Nails, had a song on it.

Upon hearing the updated version of the song "Ghost Rider" by the Hellier Band, I wept nostalgically, remembering Henry Bellini's original 1987 rendition from the *Mat Animal Machine* album. The song brought back memories of reading the original *GHOST RIDER* comic and the occasional issues I had read from the second incarnation of GR. I decided to go looking for some new *GHOST RIDER* comics to see if they still had that same feel that obtained my attention way back when. I saw a new comic called *GHOST RIDER 2009*, so I decided to check it out.

What I read both disappointed and enthralled me. I was disappointed that GR was no longer a demonic, magical entity, but I was enthralled by the character's new identity. He is a warrior inhabited by a human consciousness, in a crime-ridden world ruled by corporations rather than government. Gangs battle in the streets, where anarchy exists. Gone are the silly super-powered villains of the first *GHOST RIDER* series. The new villains are cybernetically-enhanced gang members, cyberpunk hackers, the mega-cops, and the mega-cops' lucky police larvae (this last component is hauntingly familiar to a city in West Virginia which has a rent-a-cop police force called "beet").

*Ghost Rider 2009* is a serious, dark "hero" fighting serious, dark villains in a serious, dark world which we look to inhabit in the real world in the next century. More important-

ly, this is the comic that brought me back to collecting.

James "Mad Dog" Huben  
315 West 17th Street  
Bella, NY 25015

Glad to have you back, Mad Dog! As for *The Crow*, well, you and GR2009 artist Kyle Hotz have something in common besides this series: Kyle has probably seen that movie more times than anyone else except for the director's mother!

### Hey Future Easy Writers,

I just read *GHOST RIDER 2009* #3, and it was good. It is different from all of the other *GHOST RIDER* stories I've ever read, and I've been reading GR for most of my life. This new series has gotten off to a great start. Keep up the good work. But before I go, I just want to ask a few questions:

- 1) Will there be a VENGEANCE 2009 or a L.A. 2009?
- 2) Why did Wierwoll and Zeronow want to think that the other was dead?
- 3) I noticed issue #1 — how did Zeronow become GR 2009?
- 4) Is that hellfire on GR 2009's skull?
- 5) Could I have a poster of *Ghost Rider 2009*?

Anthony Toback  
1706 KIS ON Unit 45003  
P.O. Box 2374  
Ajo, AZ 95338

### Anthony, here are your answers:

- 1) Not without overruling fan requests (that, huh).
- 2) Because they knew they had stolen something important, and because the Artificial Kids had been hired to hunt them all down.
- 3) After being awarded, Zero was selected by the artificial entities living in the Ghostworlds to have his consciousness downloaded into a super-variant of their design.
- 4) No, there is no hellfire in, on, or around *GHOST RIDER 2009*. The flame around his head is a holographic display (as is the rest of the outfit).
- 5) Yes! N's in the works right now! (Just, just as you're hired for this you'll probably have to pay money for it.)

### To Lee,

I am so happy with *GHOST RIDER 2009*. When I got the first issue, I knew it would be very good. I like the "tech talk" a lot. It's a really good idea. You can imagine I was happy when you put that glossary in issue #4.

I like *Ghost Rider 2009* because he's a super hero but he still fights cops and has an attitude. He's also equipped with state-of-the-art technology — that's why I like him the most. Everything is great about him except that he's, well... he's too strong for his enemies.

Wierwoll and the Blackbeats were too stupid. He wiped both of them out easily. What *Ghost Rider* needs is enemies who are as strong and powerful as him, so they don't die like poor Wierwoll. Why don't you have him fight someone of his

own power level... maybe like Hulk 2009?

Roy Gibes  
17084 4th Avenue S  
Seattle, WA 98148

Maybe someday. Roy... but first we gotta figure out who would win!

### Over Last Week,

Yeah, that's my suggestion for the *GHOST RIDER 2009* letters page title. The GR of 2009 is the best yet, as it combines high-tech Terminator-style action with cyberpunk hard trips to yield a new kind of sci-fi and a new twist on the *Ghost Rider* mythos. Although this incarnation of GR is a person-programmed warbot, he's already more human than the Johnny Blaze and Ben Katch versions. These Eds were actually rather flat kids for their human hosts, who made the best of a situation they didn't want or even have a choice in (or at least they didn't fully understand what they were getting into).

In Zero Codraro, you have given us a *Ghost Rider* who is driven by human motivations, which at times may be less noble than the ideals of avenging and protecting the innocent. For the first time, we can judge a GR as our own hero with no strings attached; no sympathy for the hero's trapped existence and no desire to pardon because of his hell-powered nature.

Now, there is no separation of the intentions, actions and therefore responsibilities of a demon-possessed man. Zero/GR are one and the same, with one mind. It's also refreshing to see a GR that doesn't have an immeasurable supply of supernatural energy; in fact, this one has to power up periodically, whereas the earlier GRs at most needed some downtime.

Of all the 2009 titles, I bet this one will rise to the top. In fact, once it catches on with the non-traditional GR crowd, it'll be even bigger than the regular *GHOST RIDER* *GHOST RIDER 2009*: the best sci-fi/high-tech/cyberpunk/super hero around. I am already on the mailing!

Eric Owing  
(Address withheld by request)

Actually, Eric, Lee Kinszler has stated that he envisioned the first five issues of *GR2009* as *Ghost Rider 2009: The Movie*. My reading all five in a row while eating popcorn and so if it works!

## NEXT:

*Ghost Rider 2009* must enter his ex-girlfriend Kyle's very mind to find out why she can't — or won't — wake up! But can Zero handle the awful truth?

**WACHSNER**  
EVAN SKOLNICK — EDITOR BOBBIE CHASE — GROUP EDITOR  
WRITE TO: MACHINE LANGUAGE, C/O MARVEL COMICS  
387 PARK AVENUE SOUTH, NEW YORK NY 10016  
ALL CORRESPONDENCE MUST INCLUDE YOUR NAME AND ADDRESS, THROUGH WE WILL WITHHOLD THAT INFO AT YOUR REQUEST.